

16-50003-103
November 1990

FUNHOUSE

Operator's

Handbook

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Switch Matrix and Location

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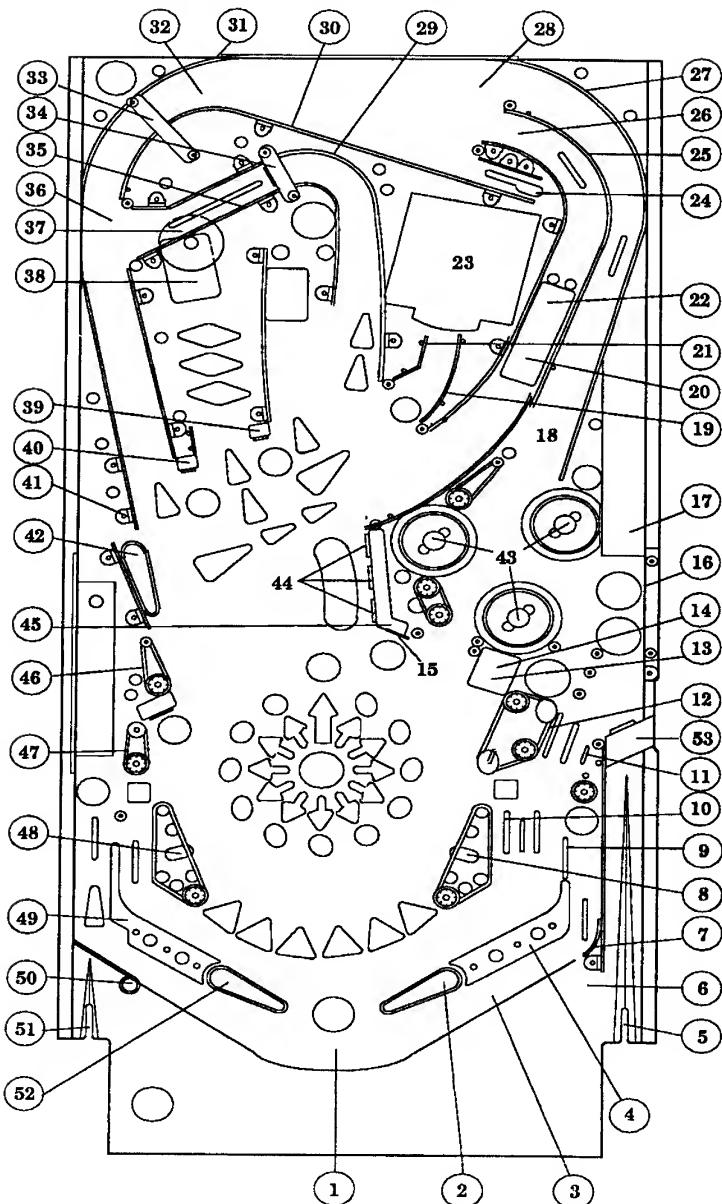
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Playfield Parts

No.	Part No.	Description	No.	Part No.	Description
1	A-8039-3	Outhole Kicker	51	A-11691-1	Shooter Lane Switch
2	C-13174-R	Flipper Assembly	52	C-13174-L	Flipper Assembly
3	B-8925	Switch Plate	53	A-14196	Shooter Lane Gate
4	A-14078	Flipper Ball Guide			
5	A-11619	Shooter Lane Switch			
6	B-9362-R-3	Coil & Bracket Assy			
7	A-14081	Ball Guide			
8	B-11203-R-1	Kicker (sling) Assy			
9	12-6466-7	Wireform			
10	12-6406-5	Wireform			
11	12-6466-2	Wireform			
12	23-6304	Rubber Ring			
13	A-13993	Loop Assembly			
14	A-14107	Kicker			
15	A-12001-1	Blue Stand-up Tgt			
16	23-6305	Rubber Ring			
17	A-14156	Shooter Ramp			
18	A-14163	Divertor Ball Guide			
	A-14147	Divertor Assembly			
19	A-14232	Photo Transistor			
20	A-13962	Trap Door Hinge			
	A-13961	Trap Door Lift Mech			
21	A-14231	LED Assembly			
22	03-8502	Trap Door Floor			
23	A-13718	Rudy Assembly			
24	A-14143	Metal Kickbig			
	B-11203-L	Coil & Bracket Assy			
25	A-14035	Ball Guide			
26	A-13894	Lower Ramp Assy			
27	A-14036	Ball Guide			
28	C-13963	H/Driver Assy			
29	A-14067	Ball Guide			
30	A-14070	Ball Guide			
31	A-14080	Ball Guide			
32	A-13901	Opto PCB			
33	A-13376	Ball Gate Assy			
34	A-12120	Ball Gate Assy			
35	A-14068	Ball Guide			
36	A-13895	Upper Ramp Assy			
37	A-14151	Disc Assembly			
38	A-14254	Ball Dispenser			
39	B-12583-1	Oblong Stand-up Tgt			
40	B-12583-1	Oblong Stand-up Tgt			
41	A-14065	Ball Giude			
42	C-13174-1	Flipper Assembly			
43	B-9415-2	Jet Bumpers			
44	B-12001-4	Red Stand-up Tgt			
45	A-14169	Right Sign Assy			
46	23-6301	Rubber Ring			
47	23-6302	Rubber Ring			
48	B-112-3-L-1	Kicker (sling) Assy			
49	A-14079	Flipper Ball Guide			
50	A-9572	Post & Gate Assy			

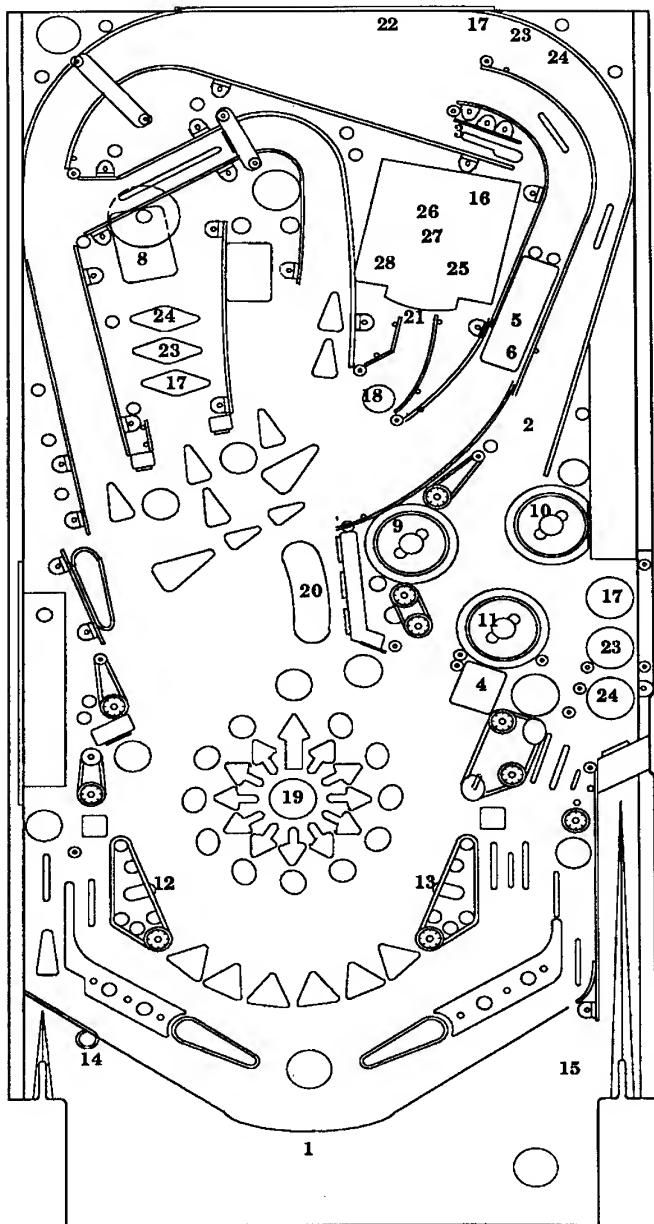
Playfield Parts Locations



FUNHOUSE Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connector	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Outhole	High Power	Vio-Brn	J130-1	Q82	AE-26-1200
02	Ramp Diverter	High Power	Vio-Red	J130-2	Q80	AE-26-1200
03	Kickbig	High Power	Vio-Orn	J130-4	Q78	AE-26-1500
04	Tunnel Kickbig	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Trap Door Open	High Power	Vio-Grn	J130-6	Q64	AE-26-1500
06	Trap Closed	High Power	Vio-Blu	J130-7	Q66	SM1-26-600
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Multi-ball Release	High Power	Vio-Gry	J130-9	Q70	A-14189
09	Upper Left Jet Bumper	High Power	Brn-Blk	J127-1	Q58	AE-26-1200
10	Upper Right Jet	Low Power	Brn-Red	J127-3	Q56	AE-26-1200
11	Bumper	Low Power	Brn-Orn	J127-4	Q54	AE-23-1200
12	Lower Jet Bumper	Low Power	Brn-Yel	J127-5	Q52	AE-26-1500
13	Left (sling) Kicker	Low Power	Brn-Grn	J127-6	Q50	AE-26-1500
14	Right (sling) Kicker	Low Power	Brn-Blu	J127-7	Q48	SZ-34-3500
15	Steps Gate	Low Power	Brn-Vio	J127-8	Q46	AE-26-1200
16	Trough	Low Power	Brn-Gry	J127-9	Q44	AE-26-1500
17	Dummy Eject Hole	Flasher	Blk-Brn	J126-1	Q42	#906
18	3 Blue Flashers	Flasher	Blk-Red	J126-2	Q40	#906
19	Dummy Flasher	Flasher	Blk-Orn	J126-3	Q38	#906
20	2 Clock Flashers	Flasher	Blk-Yel	J126-5	Q36	#906
21	2 Superdogs	Special	Blu-Grn	J126-6	Q28	A-13997
22	Mouth Motor	Special	Blu-Blk	J126-7	Q30	C-13963
23	Up/Down Driver	Special	Blu-Vio	J126-8	Q34	#906
24	3 Red Flashers	Special	Blu-Gry	J126-9	Q32	#906
25	3 Clear Flashers	Special	Blu-Brn	J122-1	Q26	SM-30-1100
26	Eyes Right	Special	Blu-Red	J122-3	Q24	SM-30-1100
27	Eyelids Open	Special	Blu-Orn	J122-4	Q22	SM-30-1100
28	Eyelids Closed	Special	Blu-Yel	J122-5	Q20	SM-30-1100
	Eyes Left					
01	General Illumination					
01	Upper Backglass	G.I.	Wht-Brn	J120-7	Q18	#555
02	Front Playfield	G.I.	Wht-Vio	J119-1	Q10	#555
03	Rear Playfield	G.I.	Wht-Yel	J121-9	Q14	#555
04	Center Backglass/	G.I.	Wht-Orn	J120-8	Q16	#555
05	Rt Rear Pfd Top	G.I.	Wht-Grn	J120-10	Q12	#555
	Playfield					
	Lower Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-11630
	Upper Left Flipper		Gry-Yel	J109-5		FL-11753

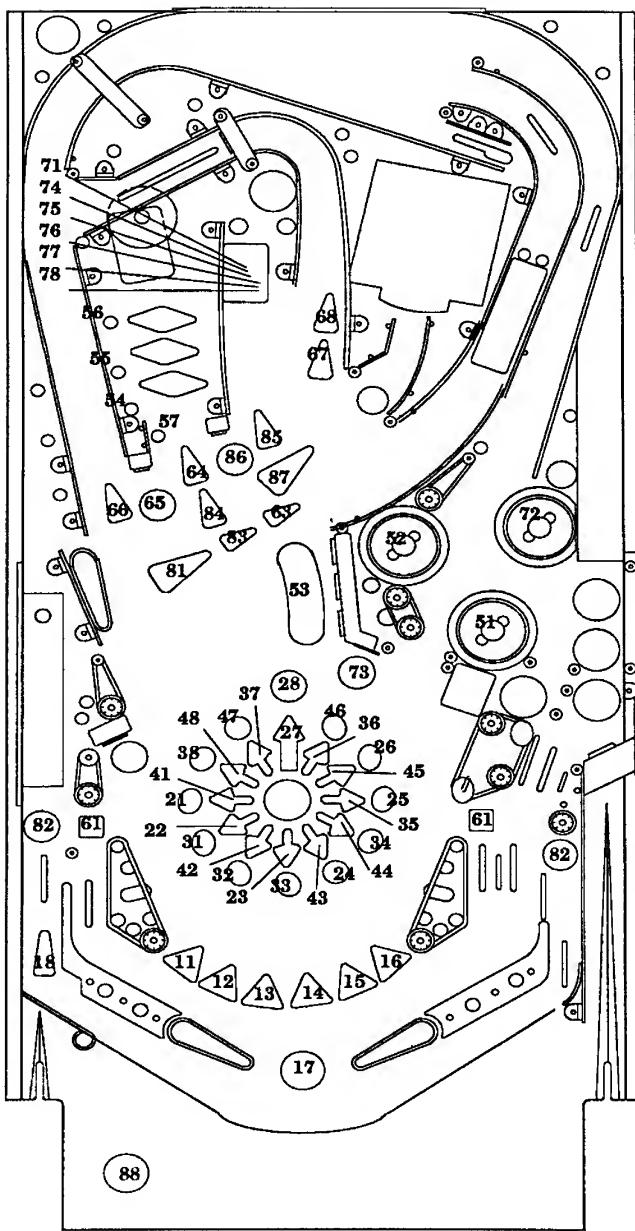
Solenoid Locations



FUNHOUSE Lamp Matrix

		Yellow (B+)								Red	
Column	Row	1	2	3	4	5	6	7	8	Yellow-Grey	
1 Red-Brown	Gangway 75,000 (Left)	Clock 45 Minutes	Clock 40 Minutes	Clock 9 o'clock Minutes	Clock 9 o'clock Minutes	Clock 9 o'clock Minutes	Left & Inside Rt Tipper Lanes (x 2)	Magic Mirror Lights Extra Ball	Magic Mirror Lights Extra Ball	Million Plus	
2 Red-Black	Gangway 100,000	Clock 8 o'clock 35 Minutes	Clock 30 Minutes	Clock 30 Minutes	Clock 7 o'clock Jet Bumper	Clock 7 o'clock Jet Bumper	Upper Jet Bumper	Upper Jet Bumper	Upper Jet Bumper	Special Outlanes (x 2)	
3 Red-Orange	Gangway 150,000	Clock 6 o'clock 30 Minutes	Clock 20 Minutes	Clock 5 o'clock 30 Minutes	Clock 4 o'clock 20 Minutes	Clock 5 o'clock 20 Minutes	Superdog Lamp (x 2)	S-T-E-P "S" Bonus	S-T-E-P "P" Bonus	Ramp Door Frenzy	
4 Red-Yellow	Gangway 200,000	Clock 25 Minutes	Clock 20 Minutes	Clock 20 Minutes	Clock 4 o'clock 20 Minutes	Clock 4 o'clock 20 Minutes	Steps Lights Frenzy	Ramp Scores 250,000	Ramp Scores 250,000	Ramp "Steps" Lamp	
5 Red-Green	Gangway 250,000	Clock 15 Minutes	Clock 10 Minutes	Clock 3 o'clock 10 Minutes	Clock 2 o'clock 10 Minutes	Clock 2 o'clock 10 Minutes	Steps Lights Frenzy	Ramp Lights Jet Arrow	Ramp Lights Jet Arrow	Ramp Mirror Arrow	
6 Red-Blue	Gangway Lights 10 Extra Ball	Clock 10 Minutes	Clock 10 Minutes	Clock 1 o'clock 10 Minutes	Clock 2 o'clock 10 Minutes	Clock 2 o'clock 10 Minutes	Steps Extra Ball	S-T-E-P "T" Bonus	S-T-E-P "T" Bonus	S-T-E-P "E" Bonus	
7 Red-Violet	Shot Again	Clock 12 Minutes	Clock 11 o'clock Minutes	Clock 11 o'clock Minutes	Clock 55 Minutes	Clock 55 Minutes	Steps 500,000	Upper Gangway Lane	Upper Gangway Lane	Magic Mirror Opens Superdog	
8 Red-Gray	Steps Open (Gate)	Clock 0 Minutes	Clock 50 Minutes	Clock 50 Minutes	Clock 10 o'clock 50 Minutes	Clock 10 o'clock 50 Minutes	Lock	Lock	Lock	Start Button (Cabinet)	
		28	30	32	34	36	38	40	42	44	46

Lamp Locations

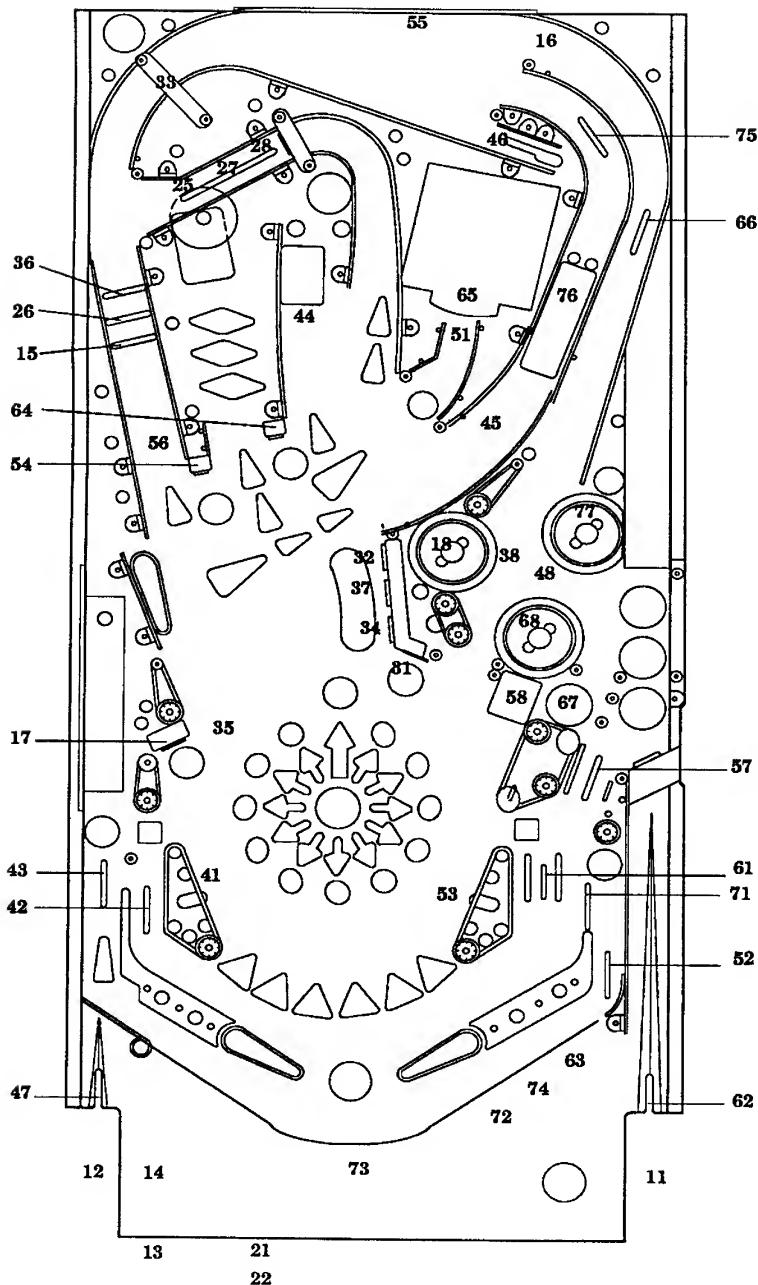


FUNHOUSE Switch Matrix

		Column	1	2	3	4	5	6	7	8
Dedicated Grounded Switches	Row	Green-Brown	Green-Red	Green-Orange	Green-Yellow	Green-Black	Green-Blue	Green-Violet	Green-Gray	
Orange-Brown (1)	White-Brown Chute D1	Right Flipper (9)	Sham Tilt (10)	S-T-E-P "P" (11)	Left Slingshot (Kicker) (12)	Left Slingshot (Opto) (13)	Dummy Jaw (14)	Rt Inside (49)	Rt Outside (57)	(45)
Orange-Red (2)	White-Red Chute D2	Left Flipper (1)	Front Door (10)	Top Superdog Standup Target (11)	Left Flipper Return Lane (12)	Right Outlane (13)	Right Bell-shooter (42)	Right Ball-shooter (51)	Left Trough (59)	(66)
Orange-Black (3)	White-Orange Chute D3	Start Button (11)	Not Used (19)	Upper Left Gangway (20)	Left Outlane (21)	Right Slingshot (Kicker) (22)	Right Slingshot (Kicker) (43)	Right Trough (52)	Outhole (61)	(67)
Orange-Yellow (4)	White-Yellow Chute D4	Plumb Bob Tilt (12)	Test Position, Always Closed (20)	Bottom Superdog Standup Target (21)	Wind Tunnel Hole (22)	S-T-E-P "T" (23)	S-T-E-P "E" (44)	S-T-E-P "S" (52)	Center Trough (60)	(68)
Orange-Green (5)	White-Green Credits D5	Steps Lights Frenzy (13)	Lock Mech Right (21)	Steps Track Lower (22)	Trap Door (23)	Steps Superdog (opto) (24)	Dummy Eject Hole (45)	Dummy Eject Hole (53)	Upper Right Loop Switch (61)	(69)
Orange-Blue (6)	White-Blue Volume Down D6	Upper Ramp Switch (14)	Steps Lights Extra Ball (15)	500,000 Center (21)	Rudys Hideout Kickbig (22)	Ramp Entrance Gangway (23)	Upper Right Gangway Lane (46)	Upper Right Gangway Lane (55)	Trap Door Closed (60)	(70)
Orange-Violet (7)	White-Violet Volume Up D7	S-T-E-P "S" (15)	Lock Mech Center (16)	Superdog Standup Target (21)	Left Bell-shooter (24)	Jet Bumper Lane (25)	Lower Right Drop Hole Lane (47)	Lower Right Drop Hole Lane (56)	Upper Right Bumper (65)	(71)
Orange-Gray (8)	White-Gray Test Enter D8	Upper Left Jet Bumper (16)	Lock Mech Left (17)	Steps Track Upper (22)	Tunnel Kickout (40)	Tunnel Exit Track (48)	Lower Jet Bumper (49)	Lower Jet Bumper (58)	Upper Right Bumper (66)	(72)

White ————— Green

Switch Locations



WARNINGS & NOTICES

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TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

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